# COSC 220 HW #10
## Charles Reigle

| Items (Mil.) | Tree Sort | Merge Sort | Quick Sort |
|---|---|---|---|
| 1 | 1.07 | 0.25 | 0.17 |
| 2 | 3 | 0.49 | 0.36 |
| 5 | 10.56 | 1.45 | 0.94 |
| 10 | 22.43 | 2.93 | 2.23 |
| 20 | 58.4 | 8.06 | 4.71 |
| 30 | 98.12 | 8.86 | 6.64 |
| 40 | | 12.15 | 8.38 |
| 50 | | 15.06 | 11 |
| 60 | | | 14.2 |



Sort Timings
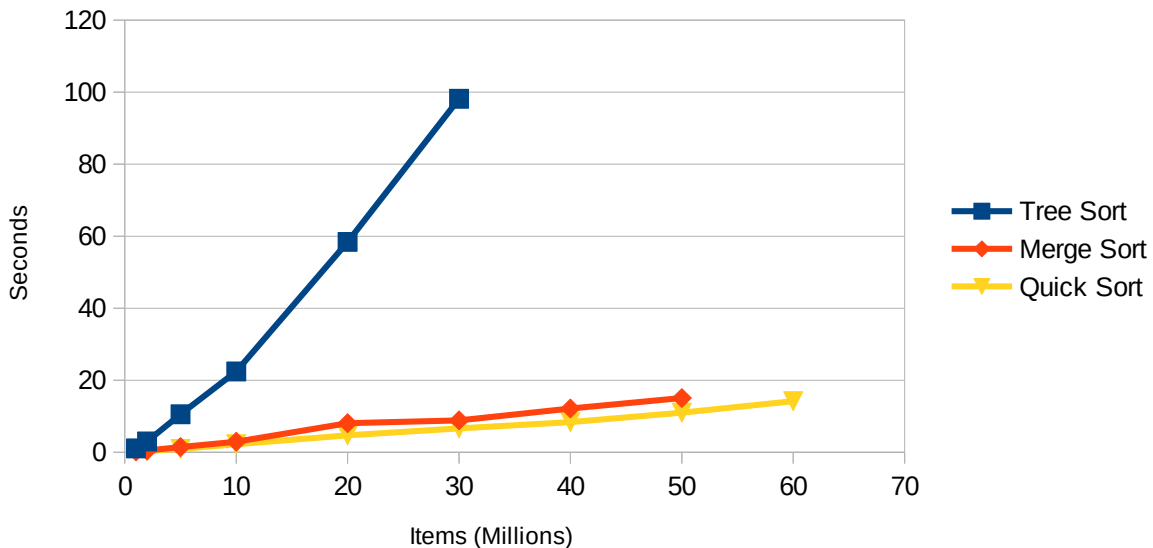
The Quick Sort Algorithm is consistently better, however it is really close in timings with the merge sort. The Tree Sort is always the worst, because of how much overhead is involved in order to create a tree, load the values in, and then export them all back into the array.